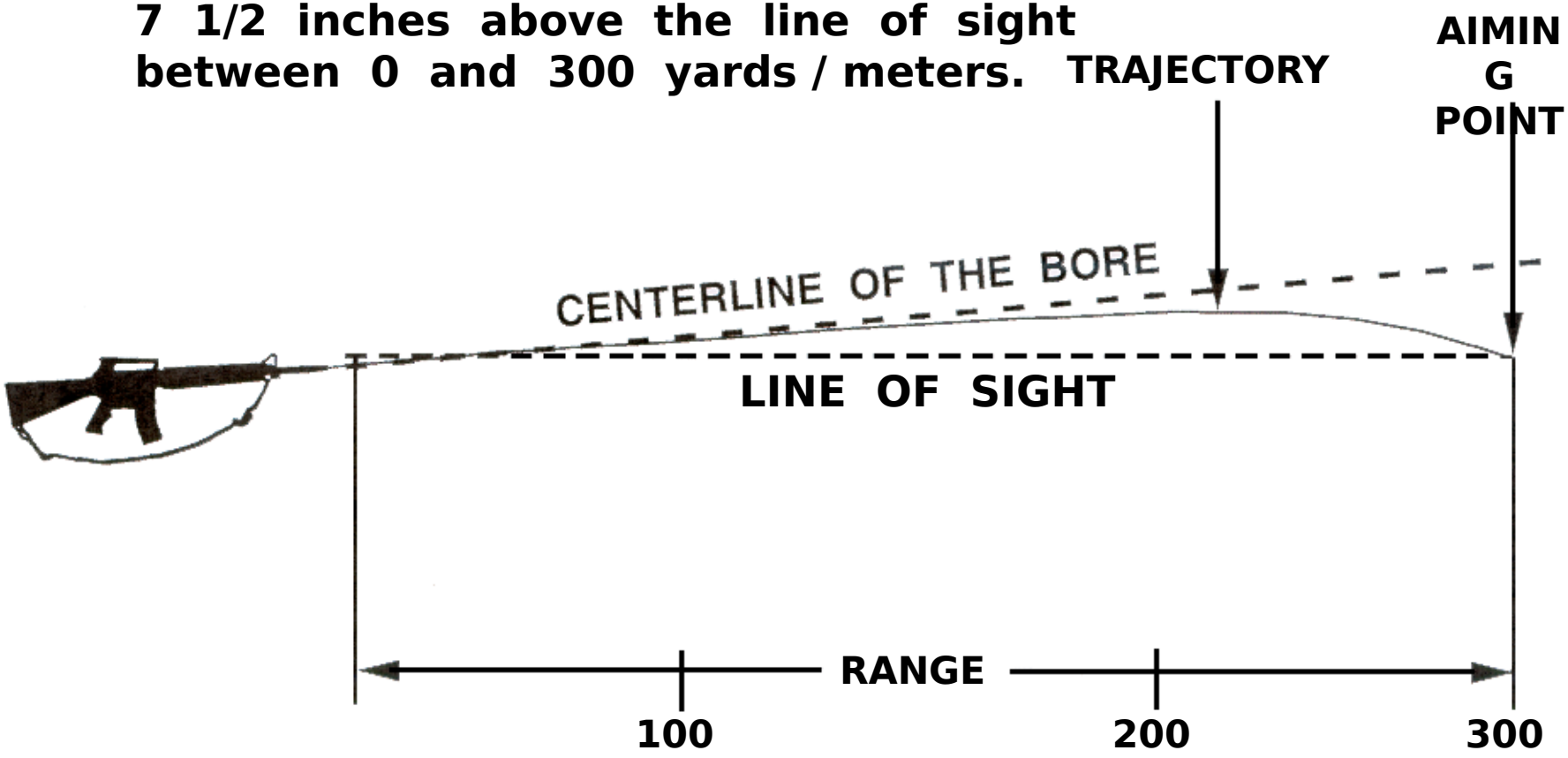
ZEROING THE SERVICE RIFLE

ELEMENTS OF ZEROING

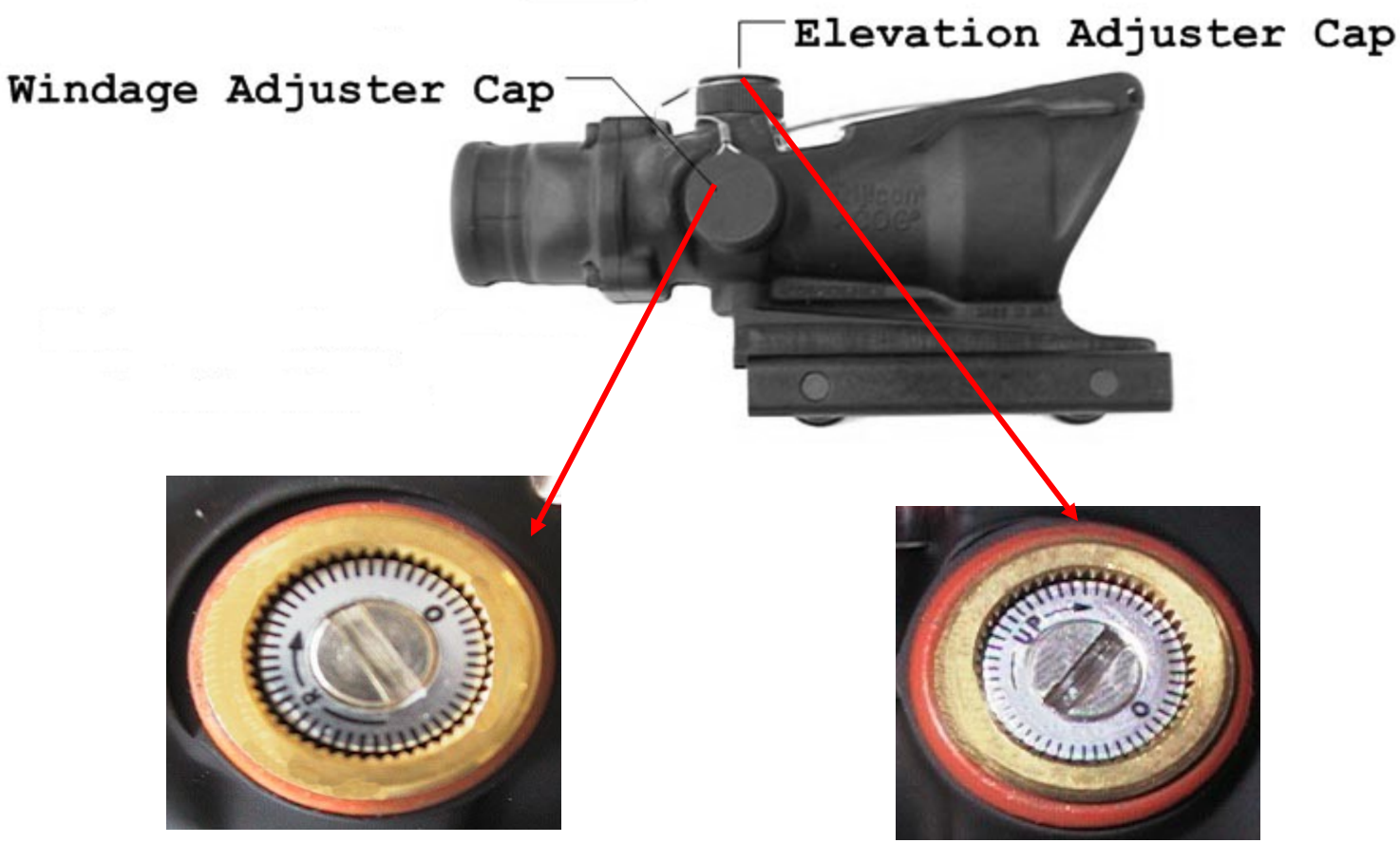
NOTE: The bullet will rise approximately 7 1/2 inches above the line of sight between 0 and 300 yards / meters.



TYPES OF ZEROS

- ZERO
- TRUE ZERO
- BATTLE SIGHT ZERO (BZO)

RCO WINDAGE AND ELEVATION ADJUSTERS



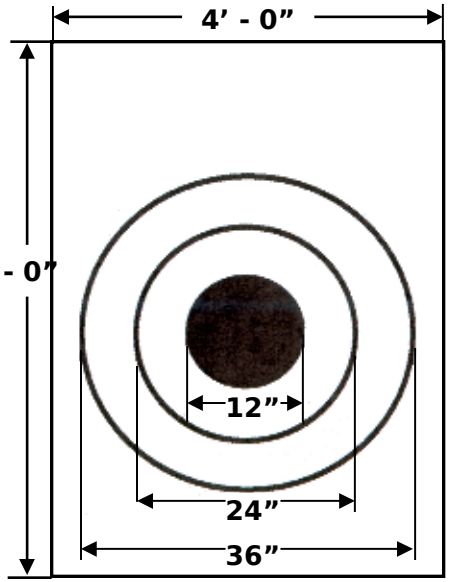
RCO WINDAGE AND ELEVATION RULES

RANGE	NUMBER OF CLICKS TO MOVE STRIKE OF BULLET ONE (1) INCH:
36 YARDS	9 CLICKS
100 YARDS/METERS	3 CLICKS
300 YARDS/METERS	1 CLICK

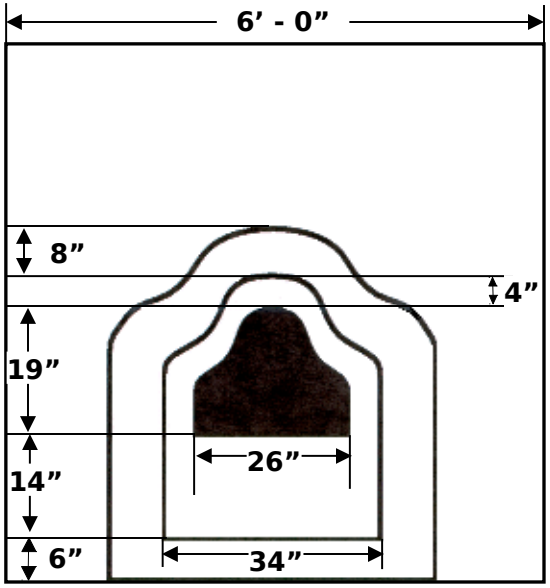
WINDAGE AND ELEVATION ADJUSTMENTS

ADJUSTMENT	ADJUSTER DIRECTION	DIRECTION STRIKE OF ROUND IS MOVED
WINDAGE	CLOCKWISE	RIGHT
	COUNTER-CLOCKWISE	LEFT
ELEVATION	CLOCKWISE	UP
	COUNTER-CLOCKWISE	DOWN

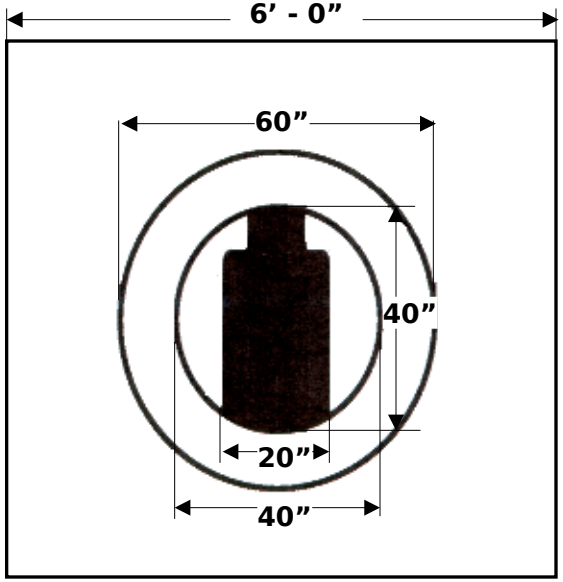
TARGET DIMENSIONS FOR KNOWN DISTANCE COURSE



“A” TARGET



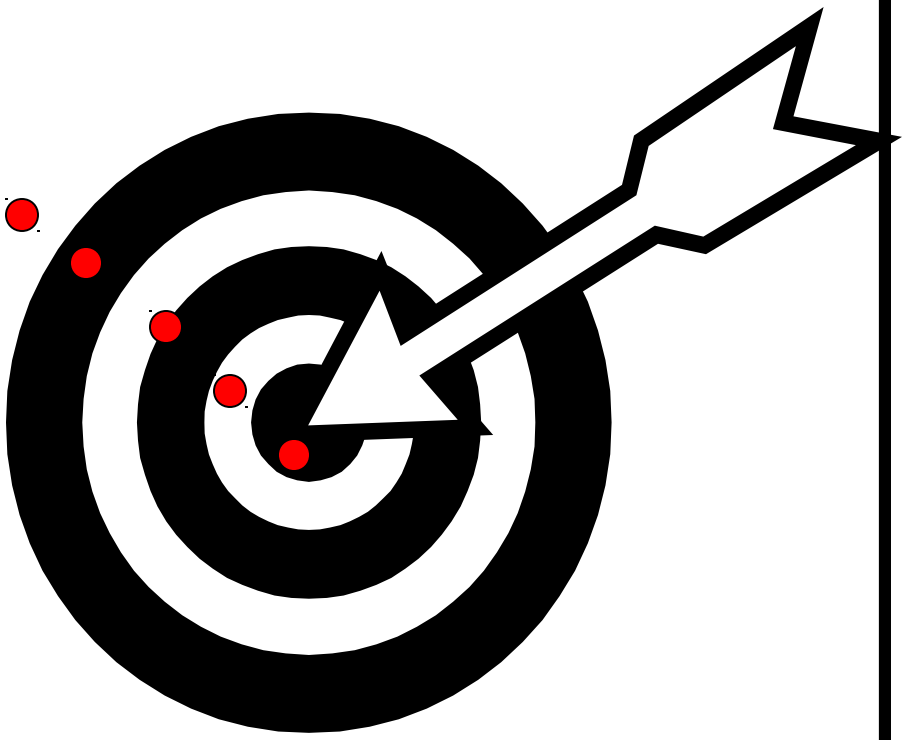
“D” TARGET



“B” MODIFIED TARGET

FACTORS THAT CAUSE A WEAPON'S ZERO TO CHANGE

- **M**aintenance
- **T**emperature
- **C**limate
- **G**round Elevation
- **U**niform



SUMMARY

- ELEMENTS OF ZEROING
- TYPES OF ZEROS
- RCO SIGHTING SYSTEM
- WINDAGE AND ELEVATION RULES
- TARGET DIMENSIONS
- FACTORS AFFECTING ZERO